

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Claims:

1. (Currently amended) A method of playing a game, comprising:

Providing a first player with a sensor and a second player with a sensor for measuring brain wave frequencies of the players; and

the first player rolling a magnetic unit on top of a playing area in an x-direction toward the second player when the brain wave frequency of the first player is being between 3-12 Hz and the brain wave frequency of the first player is being below a brain wave frequency of the second player, the first player increasing a velocity of the magnetic unit by lowering the brain wave frequency towards 3 Hz; and

~~the first player rolling the ball in a y-direction perpendicular to the x-direction when the brain wave frequency of the first player is at least 18Hz and the brain wave frequency of the first player is greater than the brain wave frequency of the second player.~~

2. (Previously presented) The method according to claim 1 wherein the method further comprises floating the unit a constant distance (D) over the playing area.
3. (Previously presented) The method according to claim 1 wherein the method further comprises measuring theta wave, alpha wave and beta wave frequencies of the brains of the players.
4. (Previously presented) The method according to claim 1 wherein the method further comprises the player navigating the unit through a labyrinth by moving the unit in both the x-direction and the y-direction.
5. (Previously presented) The method according to claim 1 wherein the method further comprises the player moving the unit in the x-direction by lowering the brain wave frequency to a value that is

lower than a value of a brain wave frequency while the player simultaneously moves the unit in the y-direction when the brain wave frequency exceeds 18 Hz.

6. (Previously presented) The method according to claim 1 wherein the method further comprises the player winning the game by moving the unit to a segment adjacent to the player.

7. (Previously presented) The method according to claim 1 wherein the method further comprises the player losing the game by moving the unit over an edge in the y-direction.

8. (New) The method of claim 1 wherein the method further comprises the first player rolling the unit in a y-direction perpendicular to the x-direction when the brain wave frequency of the first player is at least 18Hz and the brain wave frequency of the first player is greater than the brain wave frequency of the second player.

9. (New) The method of claim 1 wherein the magnetic unit is a ball.